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21 A real-time procedural shading system for programmable graphics hardware   ▨

Kekoa Proudfoot, William R. Mark, Svetoslav Tzvetkov, Pat Hanrahan
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press

Full text available: 📄 pdf(1.20 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Real-time graphics hardware is becoming programmable, but this programmable hardware is complex and difficult to use given current APIs. Higher-level abstractions would both increase programmer productivity and make programs more portable. However, it is challenging to raise the abstraction level while still providing high performance. We have developed a real-time procedural shading language system designed to achieve this goal.

Our system is organized around multiple *computation* ...

Keywords: *graphics hardware, graphics systems, rendering, shading languages*

22 Design galleries: a general approach to setting parameters for computer graphics and animation   ▨

J. Marks, B. Andalman, P. A. Beardsley, W. Freeman, S. Gibson, J. Hodgins, T. Kang, B. Mirtich, H. Pfister, W. Ruml, K. Ryall, J. Seims, S. Shieber
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**
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Keywords: animation, computer-aided design, image rendering, lighting, motion synthesis, particle systems, physical modeling, visualization, volume rendering

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Harold N. Gabow